Illuminati Test Plan

Version 1.0

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Document Revision History

Version	Name(s)	Date	Change Description
1.0	Entire project team	6/14/19	Create and fill in the entire document

I.   Introduction

Our team will start by creating test cases for each individual use case. These test cases will outline both hardware and software requirements, as well as detail all test results. A test log of all subsequent results after initial tests will be documented throughout the entire development process. Prior to testing, all risks and requirements will be considered to ensure smoothness of testing process. Once all preparations are made, our team will follow a tentative testing schedule that will be updated once testing is ready to begin.

II.   Testing Deliverables

- Test cases
- Test log

III.   Environmental Requirements

The game will only run once specific hardware and software requirements are met. A computer, a keyboard, and a mouse or touchpad are the only hardware that a user is required to have in order to play the game. Only one computer is needed to play with multiple people. For software, the user should have a Java IDE installed on their computer (Eclipse is recommended). The user must also have the game source code available written in Java. The game will not be tested for anything not previously mentioned, including mobile phones, tablets, and any non-Java IDEs.

IV.   Staffing

Testing will be maintained by the Lead and Unit Testers and all test results will be relayed only to the Lead Tester. If any errors are found before, during, or after testing, the Lead Tester will communicate these issues with the Project Manager and programmers in order to find a solution.

V.   Schedule

Testing will happen concurrently with implementation of the project code once the test cases are created. A tentative weekly schedule will be followed once actual coding for the project starts.

VI.   Risks and Contingencies

Technical issues can lead to failure of functionality and performance of game. This includes a computer breaking down and/or a program crashing. These issues will delay testing and delivery of product.

VII.   Approvals

All test results will be approved by the project team members.

VIII.   Test Plan

Test ID	Test Description	Expected Results	Actual Results
T1	Start the Illuminati game	Game starts	
T2	Pick the number of players	Number of players picked	
T3	Input all players' names	Player names entered	
T4	Roll 2 die	2 die are rolled and produce a value between 2-12	
T5	Shuffle the card deck	Cards are shuffled	
T6	Collect income at the start of each turn	Player receives income	
T7	Draw a card from the deck	Player draws a card	
T8	Take 2 regular actions	Player can take 2 regular actions before turn ends	
T9	Take any free actions	Player can take any amount of free actions before turn ends	
T10	Take special-power actions	Player can take a special-power action at the end of their turn	
T11	Move a group	Group is moved to another player's power structure	

T12	Drop a group	Group is removed from a player's power structure and returned to the uncontrolled groups	
T13	Sell a group	Player sells a group to another player	
T14	Give a group away	Player gives a group to another player for free	
T15	Aid another player's attack	Player's attack receives bonus points from another player aiding the attack	
T16	Attack a group	Player attacks another player's group	
T17	Attack to control	Player attacks another player's group to control it	
T18	Attack to neutralize	Player attacks another player's group to neutralize it	
T19	Attack to destroy	Player attacks another player's group to destroy it	
T20	Add a target to the uncontrolled groups	A target is added to the uncontrolled groups	
T21	Use a special card	Player uses a special card during their turn	
T22	Calculate points for power or resistance	Points are added up to determine the success of an attack or defense	
T23	Call off an attack	An attack is called off before it happens	
T24	Pass a player's turn	Player passes their turn and game continues to next player's turn	
T25	Switch players at the end of a turn	Player turn ends and the next player turn starts	
T26	Transfer money	Money is transferred between two players	
T27	Spend money to attack	Player spends money and an attack is made on a group	
T28	Spend money to defend	Player spends money and a	

		group is defended from an attack	
T29	Gift money to another player	Player gives money to another player for free	
T30	Gift a special card to another player	Player gives a special card to another player for free	
T31	Quit the Illuminati game	Player quits and all cards and money have been returned to the deck, uncontrolled groups, and bank	
T32	Eliminate a player from the game	Player is eliminated from the game and their money is returned to the bank	
T33	Win the game with the basic goal	Player controls the required number of groups and wins the game	
T34	Win the game with the Bavarian Illuminati special goal	Player who meets Bavarian Illuminati special goal wins the game	
T35	Win the game with the Bermuda Triangle special goal	Player who meets Bermuda Triangle special goal wins the game	
T36	Win the game with the Discordian Society special goal	Player who meets Discordian Society special goal wins the game	
T37	Win the game with the Gnomes of Zurich special goal	Player who meets Gnomes of Zurich special goal wins	
T38	Win the game with the Network special goal	Player who meets the Network special goal wins	
T39	Win the game with the Servants of Cthulhu special goal	Player who meets the Servants of Cthulhu special goal wins	
T40	Win the game with the Society of Assassins special goal	Player who meets the Society of Assassins special goal wins	
T41	Win the game with the UFOs special goal	Player who meets the UFO's special goal wins	
T42	View the game rules	Game rules should be displayed to the user	
T43	Open and run the game application	Java IDE should open and run program	

T44	Close the game application	Java IDE should close	

IX. Test Cases

Test Case Name:	Start the illuminati game
Test ID:	T1
Priority:	Low
Hardware Required:	Computer windows/mac running java ide
Software Required:	Eclipse Java IDE
Duration:	0-1min
Effort:	1 or ½ hr
Setup:	Execute use case #2
Teardown:	Close any windows in Java IDE currently running the program

ID	Test Step/Substep	Expected Result	Actual Results
1.000	Open/run application	Execute T2	

Test Case Name:	Pick the number of players
Test ID:	T2
Priority:	Low
Hardware Required:	Computer, keyboard, mouse or touchpad
Software Required:	Eclipse Java IDE
Duration:	1min
Effort:	1hr
Setup:	Use case #1
Teardown:	Close any windows in Java IDE currently running the program

ID	Test Step/Substep	Expected Result	Actual Results
1.000	User input	No. of players	

Test Case Name:	Input all Players names
Test ID:	T3
Priority:	Medium
Hardware Required:	Computer, keyboard, mouse or touchpad
Software Required:	Eclipse Java IDE
Duration:	2-4min
Effort:	1hr
Setup:	Use case #2
Teardown:	Close any windows in Java IDE currently running the program

ID	Test Step/Substep	Expected Result	Actual Results
1.000	Check if iterated right no of times	No of player times entered in T2	
1.001	Player names stored	Player name	

Test Case Name:	Roll 2 die
Test ID:	T4
Priority:	Medium
Hardware Required:	Computer, keyboard, mouse or touchpad
Software Required:	Eclipse Java IDE
Duration:	1min
Effort:	1hr
Setup:	After use case #3 is finished for all players

Teardown:	**Close any windows in Java IDE currently running the program**

ID	Test Step/Substep	Expected Result	Actual Results
1.000	**Randomize 2 die roll**	**Randomize twice**	
1.001	**Store dice value**	**Add two dice**	

Test Case Name:	**Shuffle the card deck**
Test ID:	**T5**
Priority:	**Medium**
Hardware Required:	**Computer, keyboard, mouse or touchpad**
Software Required:	**Eclipse Java IDE**
Duration:	**1min**
Effort:	**1hr**
Setup:	**After finish use case #4**
Teardown:	**Close any windows in Java IDE currently running the program**

ID	Test Step/Substep	Expected Result	Actual Results
1.000	**Shuffle deck**	**Return shuffled deck**	

Test Case Name:	**Collect income at the start of each turn**
Test ID:	**T6**
Priority:	**Medium**
Hardware Required:	**Computer, keyboard, mouse or touchpad**
Software Required:	**Eclipse Java IDE**
Duration:	**2-5min**
Effort:	**1-2hrs**

Setup:	
Teardown:	**Close any windows in Java IDE currently running the program**

ID	Test Step/Substep	Expected Result	Actual Results
1.000	**Collect income based on cards**	**Collect income**	
1.001	**Add to your current balance**	**Add money to balance**	

Test Case Name:	**Draw a card from the deck**
Test ID:	**T7**
Priority:	**Medium**
Hardware Required:	**Computer, keyboard, mouse or touchpad**
Software Required:	**Eclipse Java IDE**
Duration:	**1min**
Effort:	**½ hr**
Setup:	**T5,T6**
Teardown:	**Close any windows in Java IDE currently running the program**

ID	Test Step/Substep	Expected Result	Actual Results
1.000	**Draw card**	**Returns a card value**	
1.001	**If keep add to cards in not remove from deck**	**Add to cards or remove from deck**	

Test Case Name:	**Take 2 Regular actions**
Test ID:	**T8**
Priority:	**Medium**
Hardware Required:	**Computer, keyboard, mouse or touchpad**

Software Required:	Eclipse Java IDE
Duration:	2-5min
Effort:	1-2hrs
Setup:	After finishing use case #7
Teardown:	Close any windows in Java IDE currently running the program

ID	Test Step/Substep	Expected Result	Actual Results
1.000	Aid another players attack or perform any attack a group	Finished two actions	

Test Case Name:	Take any free actions
Test ID:	T9
Priority:	Medium
Hardware Required:	Computer, keyboard, mouse or touchpad
Software Required:	Eclipse Java IDE
Duration:	1-2min
Effort:	1-2hrs
Setup:	Whenever user wants after test case 8
Teardown:	Close any windows in Java IDE currently running the program

ID	Test Step/Substep	Expected Result	Actual Results
1.000	Move/Drop/Sell/Give a group free action	Free action completed	

Test Case Name:	Take special-power actions
Test ID:	T10
Priority:	Medium

Hardware Required:	Computer, keyboard, mouse or touchpad
Software Required:	Eclipse Java IDE
Duration:	3-6min
Effort:	1hr
Setup:	Finish test case 9
Teardown:	Close any windows in Java IDE currently running the program

ID	Test Step/Substep	Expected Result	Actual Results
1.000	Player takes 1 special power action	Action settled/completed	

Test Case Name:	Move a group
Test ID:	T11
Priority:	Medium
Hardware Required:	Computer, keyboard, mouse or touchpad
Software Required:	Eclipse Java IDE
Duration:	2-5min
Effort:	1hr
Setup:	When user selects move group from Test case 9
Teardown:	Close any windows in Java IDE currently running the program

ID	Test Step/Substep	Expected Result	Actual Results
1.000	Take Free action	player takes a Free action	
1.001	Choose to Move a group	Player chooses to move the group	
1.002	User decides which group to Move	Player decided which group to move	

Test Case Name:	Drop a group
Test ID:	**T12**
Priority:	Medium
Hardware Required:	Computer, mouse
Software Required:	Eclipse Java IDE
Duration:	A few seconds
Effort:	A few minutes
Setup:	start a player's turn with use case #7
Teardown:	Close any windows in Java IDE currently running the program

ID	Test Step/Substep	Expected Result	Actual Results
1.000	Take Free action	player takes a Free action	
1.001	Choose to Drop a group	Player chooses to drop the group	
1.002	User decides which group to drop	Player decided which group to drop	

Test Case Name:	Sell a group
Test ID:	**T13**
Priority:	Medium
Hardware Required:	Computer, mouse
Software Required:	Eclipse Java IDE
Duration:	A few seconds
Effort:	A few minutes
Setup:	Execute use case #6, #8
Teardown:	If successful, game will sell the players group

ID	Test Step/Substep	Expected Result	Actual Results
1.000	Take Free action	player takes a Free action	
1.001	Choose to Sell a group	Player chooses to sell the group	
1.002	User decides which group to sell	Player decided which group to sell	

Test Case Name:	Give a group away
Test ID:	T14
Priority:	Medium
Hardware Required:	Computer, mouse
Software Required:	Eclipse Java IDE
Duration:	A few seconds
Effort:	A few minutes
Setup:	Use case #1, 8
Teardown:	If successful, game will give a group away

ID	Test Step/Substep	Expected Result	Actual Results
1.000	Choose to give a group away	Player's turn passes	
1.001	User decides which group he needs to give away	Player give away the group	

Test Case Name:	Aid another player's attack
Test ID:	T15
Priority:	Low
Hardware Required:	Computer, mouse
Software Required:	Eclipse Java IDE

Duration:	**A few seconds**
Effort:	**A few minutes**
Setup:	**Execute use case #8, then 16**
Teardown:	**Continue with use case #8, 9, or 10 to finish turn**

ID	Test Step/Substep	Expected Result	Actual Results
1.000	**Choose to take a regular action**	**Regular action selected**	
1.001	**Choose to aid another Player attack**	**Aid another Players attack**	
1.002	**Attacking player gets extra power points**	**Gets extra power points**	

Test Case Name:	**Attack a group**
Test ID:	**T16**
Priority:	**Medium**
Hardware Required:	**Computer, mouse**
Software Required:	**Eclipse Java IDE**
Duration:	**A few seconds**
Effort:	**A few minutes**
Setup:	**Execute use case #8**
Teardown:	**Continue with use case #8, 9, or 10 to finish turn**

ID	Test Step/Substep	Expected Result	Actual Results
1.000	**Choose to take a regular action**	**Regular action selected**	
1.001	**Choose to attack a group as the action**	**Attack a group selected**	
1.002	**User chooses to either control, neutralize or destroy another group of cards.**	**Action taken either to choose control, neutralize or destroy.**	

Test Case Name:	Attack to control
Test ID:	T17
Priority:	Medium
Hardware Required:	Computer, mouse
Software Required:	Eclipse Java IDE
Duration:	A few seconds
Effort:	A few minutes
Setup:	Execute use case #8, #16
Teardown:	Continue with use case #8, 9, or 10 to finish turn

ID	Test Step/Substep	Expected Result	Actual Results
1.000	Choose to take a regular action	Regular action selected	
1.001	Choose to attack to control another group	Attack to control	

Test Case Name:	Attack to neutralize
Test ID:	T18
Priority:	Medium
Hardware Required:	Computer, mouse
Software Required:	Eclipse Java IDE
Duration:	A few seconds
Effort:	A few minutes
Setup:	Execute use case #8, #16
Teardown:	Continue with use case #8, 9, or 10 to finish turn

ID	Test Step/Substep	Expected Result	Actual Results
1.000	Choose to take a regular action	Regular action selected	

1.001	Choose to attack to neutralize another group	Attack to Neutralize	

Test Case Name:	Attack to destroy
Test ID:	T19
Priority:	Medium
Hardware Required:	Computer, mouse
Software Required:	Eclipse Java IDE
Duration:	A few seconds
Effort:	A few minutes
Setup:	Use Case #8, Use Case #16
Teardown:	Use Case #22, Use Case #27

ID	Test Step/Substep	Expected Result	Actual Results
1.000	Choose to take a regular action	Regular action selected	
1.001	Choose to attack to destroy another group	Attack to Destroy	

Test Case Name:	Add a target to the uncontrolled groups
Test ID:	T20
Priority:	Low
Hardware Required:	Computer, mouse
Software Required:	Eclipse Java IDE
Duration:	A few seconds
Effort:	A few minutes
Setup:	Use case #1, 8
Teardown:	n/a

ID	Test Step/Substep	Expected Result	Actual Results
1.000	Choose player to add a target to the uncontrolled groups	Target added to the uncontrolled group	
1.001	Draw a card and place in uncontrolled group if its group card	Card placed in an uncontrolled group card	
1.002	Draw a card and place discard it if it's a special card	Discard the special card	

Test Case Name:	Use a special card
Test ID:	T21
Priority:	Low
Hardware Required:	Computer, mouse
Software Required:	Eclipse Java IDE
Duration:	A few seconds
Effort:	A few minutes
Setup:	Use case #1, 8
Teardown:	If successful, game will return to player action selection.

ID	Test Step/Substep	Expected Result	Actual Results
1.000	Choose to take a regular action	Regular action selected	
1.001	Player drawn a special card	Special card drawn	
1.002	User decided to use the special card	Special card used	

Test Case Name:	Calculate points for power or resistance
Test ID:	T22
Priority:	Low

Hardware Required:	Computer, mouse
Software Required:	Eclipse Java IDE
Duration:	A few seconds
Effort:	A few minutes
Setup:	Use case #1, 8
Teardown:	If successful, game will return to player action selection.

ID	Test Step/Substep	Expected Result	Actual Results
1.000	User check which group cards you have when attacking	Checks group of cards	
1.001	User calculate points according to the power and resistance	Calculate the points	

Test Case Name:	Call off attack
Test ID:	T23
Priority:	Low
Hardware Required:	Computer, mouse
Software Required:	Eclipse Java IDE
Duration:	A few seconds
Effort:	A few minutes
Setup:	Execute use case #16, 17, 18, or 19 first
Teardown:	If successful, game will return to player action selection.

ID	Test Step/Substep	Expected Result	Actual Results
1.000	Take regular action	Player takes a regular action	
1.001	Choose to attack	Player chooses to attack	
2.000	Call off the attack before choosing a player	Player calls off the attack	

Test Case Name:	Take a pass
Test ID:	T24
Priority:	Medium
Hardware Required:	Computer, mouse
Software Required:	Eclipse Java IDE
Duration:	1-3 seconds
Effort:	A few minutes
Setup:	Start a player's turn with use case #7
Teardown:	After successful pass, execute use case #6, then 25

ID	Test Step/Substep	Expected Result	Actual Results
1.000	Choose to pass when turn starts	Player's turn passes	
2.000	Check that player gains 5MB income	Player gains 5MB	

Test Case Name:	Switch player
Test ID:	T25
Priority:	Medium
Hardware Required:	Computer, mouse
Software Required:	Eclipse Java IDE
Duration:	A few seconds
Effort:	A few minutes
Setup:	End a player's turn with use case #24 or finishing use case #8, 9, and 10
Teardown:	Execute use case #7 to start new player's turn

ID	Test Step/Substep	Expected Result	Actual Results

1.000	Take a pass or finish a player's turn	Player's turn is ended and player is switched	

Test Case Name:	Transfer money
Test ID:	T26
Priority:	Low
Hardware Required:	Computer, keyboard, mouse
Software Required:	Eclipse Java IDE
Duration:	1-3 minutes
Effort:	<10 minutes
Setup:	Execute use case #8
Teardown:	Continue with use case #8, 9, or 10 to finish turn

ID	Test Step/Substep	Expected Result	Actual Results
1.000	Choose to take a regular action	Regular action selected	
2.000	Choose to transfer money as the action	Money transfer selected	
2.001	Make an agreement with a player to transfer money to	Money transfer agreed upon	
3.000	Enter amount to transfer and confirm	Desired amount is transferred	

Test Case Name:	Spend money to attack
Test ID:	T27
Priority:	Low
Hardware Required:	Computer, keyboard, mouse
Software Required:	Eclipse Java IDE
Duration:	1-3 minutes

Effort:	<1 hour
Setup:	Execute use case #8, then 16
Teardown:	Continue with use case #8, 9, or 10 to finish turn

ID	Test Step/Substep	Expected Result	Actual Results
1.000	Choose to take a regular action	Regular action selected	
1.001	Choose to attack a group as the action	Attack a group selected	
2.000	Enter amount of money to increase power	Attack is made with extra power points	

Test Case Name:	Spend money to defend
Test ID:	T28
Priority:	Low
Hardware Required:	Computer, keyboard, mouse
Software Required:	Eclipse Java IDE
Duration:	1-3 minutes
Effort:	<1 hour
Setup:	Execute use case #8, then 16
Teardown:	Continue with use case #8, 9, or 10 to finish turn

ID	Test Step/Substep	Expected Result	Actual Results
1.000	Choose to take a regular action	Regular action selected	
1.001	Choose to attack a group as the action	Attack a group selected	
2.000	Choose for opposing player to spend money to increase resistance	Attack is initiated and opposing player gets the option to spend	
2.001	Enter amount of money for opposing player to increase resistance	Defense is executed with extra resistance points	

Test Case Name:	Gift money
Test ID:	T29
Priority:	Low
Hardware Required:	Computer, keyboard, mouse
Software Required:	Eclipse Java IDE
Duration:	1-2 minutes
Effort:	<½ hour
Setup:	Execute use case #1
Teardown:	n/a

ID	Test Step/Substep	Expected Result	Actual Results
1.000	Choose player to gift money to at any point in the game except for during an attack	Gift money option is chosen	
2.000	Enter amount to gift and confirm	Desired amount is gifted to a player	

Test Case Name:	Gift special
Test ID:	T30
Priority:	Low
Hardware Required:	Computer, mouse
Software Required:	Eclipse Java IDE
Duration:	1-2 minutes
Effort:	<½ hour
Setup:	Execute use case #1
Teardown:	n/a

ID	Test Step/Substep	Expected Result	Actual Results
1.000	**Choose player to gift a special card to at any point in the game except for during an attack**	**Gift special card option is chosen**	
2.000	**Choose a special card to gift and confirm**	**Chosen special card iis gifted to a player**	

Test Case Name:	Quit game
Test ID:	**T31**
Priority:	**Medium**
Hardware Required:	**Computer, mouse**
Software Required:	**Eclipse Java IDE**
Duration:	**1-2 minutes**
Effort:	**<10 minutes**
Setup:	**Execute use case #1**
Teardown:	**n/a**

ID	Test Step/Substep	Expected Result	Actual Results
1.000	**Choose to quit the game on player turn**	**Player has quit and all their cards and money have been returned to the deck, uncontrolled groups, and bank**	

Test Case Name:	Eliminate player
Test ID:	**T32**
Priority:	**Low**
Hardware Required:	**Computer, keyboard, mouse**
Software Required:	**Eclipse Java IDE**
Duration:	**<½ hour**

Effort:	1-2 hours
Setup:	Execute use case #1, and then use case #7 three times the number of players
Teardown:	Game must treat this like use case #31 afterwards

ID	Test Step/Substep	Expected Result	Actual Results
1.000	Pass a player's turn 3 times (to ensure no groups are being controlled by them)	Passing player has no controlled groups	
2.000	Check that use case #31 actions are executed	All cards and money of the player have been returned to the deck, uncontrolled groups, and bank	

Test Case Name:	Win game
Test ID:	T33
Priority:	Medium
Hardware Required:	Computer, keyboard, mouse
Software Required:	Eclipse Java IDE
Duration:	Hours
Effort:	Hours-days
Setup:	Use case #1 and finish game. Execute use case #17 throughout game.
Teardown:	n/a

ID	Test Step/Substep	Expected Result	Actual Results
1.000	Play game and control required number of groups	Player controls the required number of groups and wins the game	

Test Case Name:	Bavarian Illuminati Win
Test ID:	T34

Priority:	Low
Hardware Required:	Computer, keyboard, mouse or touchpad
Software Required:	Java IDE (Eclipse recommended)
Duration:	A couple seconds
Effort:	1 hour
Setup:	Use case #21, Use Case #22
Teardown:	Close any windows in Java IDE currently running the program

ID	Test Step/Substep	Expected Result	Actual Results
1.0.0	Player has Bavarian Illuminati Card	Bavarian Illuminati Card should be in Player's list of cards	
2.0.0	Power sum >= 35	Power value total should be at least 35 points	
3.0.0	Player wins	Display that current player wins	

Test Case Name:	Bermuda Triangle Win
Test ID:	T35
Priority:	Low
Hardware Required:	Computer, keyboard, mouse or touchpad
Software Required:	Java IDE (Eclipse recommended)
Duration:	A couple seconds
Effort:	1 hour
Setup:	Use case #21
Teardown:	Close any windows in Java IDE currently running the program

ID	Test Step/Substep	Expected Result	Actual Results

1.0.0	Player has Bermuda Triangle Card	Bermuda Triangle Card should be in Player's list of cards	
2.0.0	Control of @ least one alignment	@ least one alignment should be in current Player's control	
3.0.0	Player wins	Display that current player wins	

Test Case Name:	**Discordian Society Win**
Test ID:	**T36**
Priority:	**Low**
Hardware Required:	**Computer, keyboard, mouse or touchpad**
Software Required:	**Java IDE (Eclipse recommended)**
Duration:	**A couple seconds**
Effort:	**1 hour**
Setup:	**Use case #21**
Teardown:	**Close any windows in Java IDE currently running the program**

ID	Test Step/Substep	Expected Result	Actual Results
1.0.0	Player has Discordian Society Card	Discordian Society Card should be in Player's list of cards	
2.0.0	Control five Weird Groups	Player should be in control of five Weird Groups	
3.0.0	Player wins	Display that current player wins	

Test Case Name:	**Gnomes of Zurich Win**
Test ID:	**T37**
Priority:	**Low**
Hardware Required:	**Computer, keyboard, mouse or touchpad**

Software Required:	Java IDE (Eclipse recommended)
Duration:	A couple seconds
Effort:	1 hour
Setup:	Use case #21, Use Case #26
Teardown:	Close any windows in Java IDE currently running the program

ID	Test Step/Substep	Expected Result	Actual Results
1.0.0	Player has Gnomes of Zurich Card	Gnomes of Zurich Card should be in Player's list of cards	
2.0.0	Collection of Megabucks	Player should have an additional 150 megabucks	
3.0.0	Player wins	Display that current player wins	

Test Case Name:	Network Win
Test ID:	T38
Priority:	Low
Hardware Required:	Computer, keyboard, mouse or touchpad
Software Required:	Java IDE (Eclipse recommended)
Duration:	A couple seconds
Effort:	1 hour
Setup:	Use case #21, Use Case #22
Teardown:	Close any windows in Java IDE currently running the program

ID	Test Step/Substep	Expected Result	Actual Results
1.0.0	Player has Network Card	Network Card should be in Player's list of cards	
2.0.0	Collection of points	Player should have 25 points of transferable power + 7 on card	

3.0.0	Player wins		Display that current player wins	

Test Case Name:	Servants of Cthulhu Win
Test ID:	T39
Priority:	Low
Hardware Required:	Computer, keyboard, mouse or touchpad
Software Required:	Java IDE (Eclipse recommended)
Duration:	A couple seconds
Effort:	1 hour
Setup:	Use case #21
Teardown:	Close any windows in Java IDE currently running the program

ID	Test Step/Substep	Expected Result	Actual Results
1.0.0	Player has Servants of Cthulhu Card	Servants of CthulhuCard should be in Player's list of cards	
2.0.0	Destroy eight violent groups	Player should have destroyed 5 violent groups	
3.0.0	Player wins	Display that current player wins	

Test Case Name:	Society of Assassins Win
Test ID:	T40
Priority:	Low
Hardware Required:	Computer, keyboard, mouse or touchpad
Software Required:	Java IDE (Eclipse recommended)
Duration:	A couple seconds
Effort:	1 hour

Setup:	Use case #21
Teardown:	Close any windows in Java IDE currently running the program

ID	Test Step/Substep	Expected Result	Actual Results
1.0.0	Player has Society of Assassins Card	Society of Assassins Card should be in Player's list of cards	
2.0.0	Control 6 violent groups	Player must have controlled 6 violent groups	
3.0.0	Player wins	Display that current player wins	

Test Case Name:	UFO Win
Test ID:	T41
Priority:	Low
Hardware Required:	Computer, keyboard, mouse or touchpad
Software Required:	Java IDE (Eclipse recommended)
Duration:	A couple seconds
Effort:	1 hour
Setup:	Use case #21
Teardown:	Close any windows in Java IDE currently running the program

ID	Test Step/Substep	Expected Result	Actual Results
1.0.0	Player has UFO Card	UFO Card should be in Player's list of cards	
2.0.0	Meets chosen Illuminati Goal	Player reaches their chosen goal (another player's Illuminati goal)	
3.0.0	Player wins	Display that current player wins	

Test Case Name:	View Rules
Test ID:	T42
Priority:	High
Hardware Required:	Computer, keyboard, mouse or touchpad
Software Required:	Java IDE (Eclipse recommended)
Duration:	A couple seconds
Effort:	1 hour
Setup:	Have a window in Java IDE currently running game program
Teardown:	Close any windows in Java IDE currently running the program

ID	Test Step/Substep	Expected Result	Actual Results
1.000	Chose "View Rules"	Rules are displayed	
2.000	Display rules	Rules are displayed where they are easy to read and understand	

Test Case Name:	Open and Run Game
Test ID:	T43
Priority:	High
Hardware Required:	Computer, keyboard, mouse or touchpad
Software Required:	Java IDE (Eclipse recommended)
Duration:	< 1 min
Effort:	24 hours
Setup:	Have Java IDE installed on computer and have the source code for the game
Teardown:	Close any windows in Java IDE currently running the program

ID	Test Step/Substep	Expected Result	Actual Results

1.0.0	Open Java IDE	Java IDE (Eclipse) opens to workspace	
2.0.0	Source code for game	User gets the game source code or already has code in Java	
3.0.0	Run program	Program should run starting from beginning	

Test Case Name:	Close Game
Test ID:	T44
Priority:	High
Hardware Required:	Computer, keyboard, mouse or touchpad
Software Required:	Java IDE (Eclipse recommended)
Duration:	A few seconds
Effort:	None
Setup:	None
Teardown:	Close any windows in Java IDE currently running the program

ID	Test Step/Substep	Expected Result	Actual Results
1.0.0	Close Java IDE	Java IDE closes	
2.0.0	Close running window in Java	Java IDE stays open so the game could be run again, but window running current game closes	